Owner's Manual

RCR-75CA

CASH REGISTER
USER'S INSTRUCTIONS

Please read and retain these instructions.
To register your product, please go to www.royalsovereign.com USA.
Click the Customer Support Tab then Registration Tab.

www.royalsovereign.com

Royal Sovereign International, Inc.

CASH REGISTER

Model RCR-75CA

INTRODUCTION

Thank you for choosing Royal Sovereign RCR-75CA cash register. This manual consists of three parts. (Part A: Overview, Part B: Programming, Part C: Operation instructions) Please take a few moments and read the operating instructions and programming instructions thoroughly to ensure you expand your use of our cash register.

NEED HELP? HAVE QUESTIONS?

Please call us Monday - Friday from 8:30am to Friday from 8:30am to 5:30pm (Eastern Standard Time) at: **1-888-961-6673 (press option 9)**

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1 Product Features

1.1 PRECAUTIONS FOR USE

Electrical Specifications and Power Cord

Check to ensure that the electrical service being used is adequate for the model you've chosen. The electrical rating of your new cash register is defined on the serial plate of the unit. Please refer to the rating when checking electrical requirements to ensure they meet the electrical codes of your location.

General Use

- Do not attempt to repair it yourself. If repairs should become necessary, please bring the cash register to an authorized service centre.
- Do not insert any objects into the cash register. This could damage the cash register and also exposes you to the risk of an electrical shock.
- Do not use water or solvents, such as paint thinner, spirit to clean the cash register. Use a dry cloth to clean the cash register.
- Make sure you keep all the protective inserts in a safe place for future use. In case of transport damage, the unit must be returned together with the original packaging, operating/programing instruction manual and accessories.
- Do not print without any paper installed.
- Do not place heavy items or sit on unit.
- To disconnect the power supply fully, disconnect the plug from the power socket.

1.2 Notes on operation and identification of parts

1.2.1 Notes On Operation

All the data is retained following disconnection from the power supply. The internal memory of this unit ensures the data is retained for approximately 2 months in the event the cash register has been disconnected from the power supply.

1.2.2 Rechargeable Battery (Sold Separately)

When battery is fully charged, it can operate the cash register for a maximum of 5 hours without the need of the main power supply.

Note: The run time for cash register by the battery depends on the quantity and length of the receipts printed. When the battery capacity is too low, L (Low) appears in the cash register display. When the cash register is connected to the power outlet, the battery in the cash register automatically recharged.

CAUTION: Do not mix these with any other types of batteries.Recharge batteries under adult supervision.
DO NOT RECHARGE OTHER TYPES OF BATTERIES. These batteries must be kept away from children.

1.2.3 Identification Of Parts

1.3 PRODUCT FEATURES

Feature	RCR-75CA
Cash drawer	Yes
No. of departments	42
No. of PLUs	1250
No. of clerks	8
No. of w rates (tax rates)	4
Type of payment	Cash, cheque/debit, credit card
Cash register reports	X1/Z1 day's financial report X2/Z2 monthly financial report X/Z PLU report X/Z clerk report X/Z training report
Opertator	5 line alpha numeric, LCD Blue Backlit
Customer display	Numeric 10 Digit LCD
Printer	Thermal/ 50 mm per second
Programmability	Department, PLU, Clerk, Tender Media, Key(+/-), Key (+%/-%), machine number, p register, date, time, foreign currency, tax group, logo message, ad message, graphic logo, keyboard, memory clear, SD card back up , print program dump
Options	Battery: to operate the cash register without a power cable for approx. 5 hours continuous operation

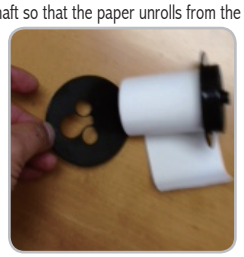
2 Starting Up

Feeding the Receipt Paper

1. Pull the cover from the back to lift the printer cover and detach it

2. Remove the paper spool

3. Press shaft into large hole to release side cap. Insert paper roll on the shaft so that the paper unrolls from the bottom.



4. Lift black receipt roller

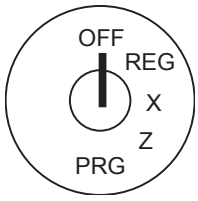
5. Feed paper through bottom of receipt roller. Close receipt roller.

6. Place printer cover back on cash register.

3 Key-Operated Control Switch

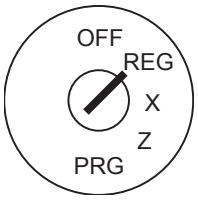
3.1 Key switch positions

The key can be turned to five different positions:



OFF

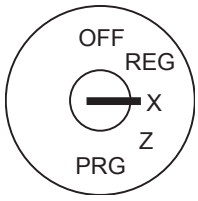
The cash register is off



REG

Registration mode

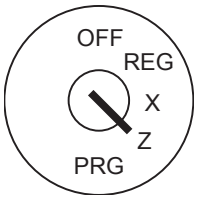
This is the mode when doing standard transactions.



X

Print report without memory deletion

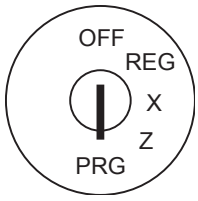
Refer to Section 9 for more details



Z

Print report with memory deletion

Refer to Section 9 for more details



PRG

Programming mode

3.2 Keys

Six different keys are available for use with the cash register:

The keys provide different level of security. The key with 'P' provides full security access to all functions of the cash register including programming

Keys identification	No. of keys included	Switch position				
		OFF	REG	X	Z	PRG
S	2	X	X	X		
Z	2	X	X	X	X	
P	2	X	X	X	X	X

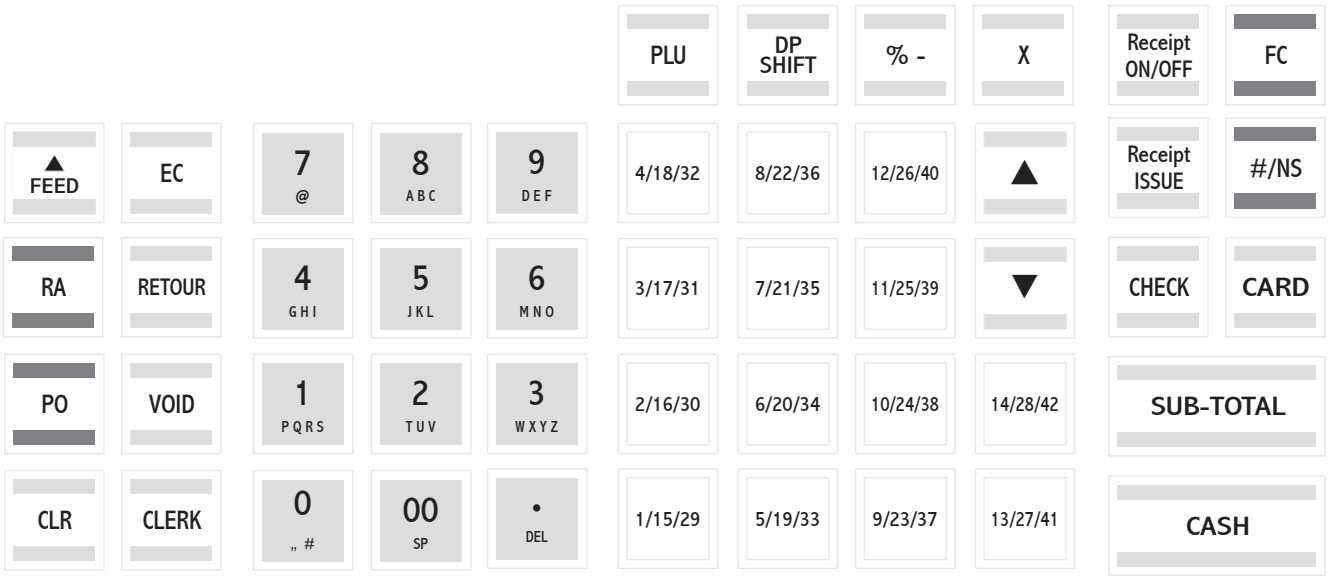
4 Keyboard

4.1 Changing the key labels

This register has preset key labels. Should you wish to change the name of any label, proceed as per the steps indicated below:

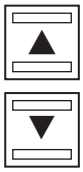
1. Remove the transparent cap from the key.
2. Replace the existing key label with a new label.
3. Replace the transparent cap back on the key.

4.2 Keyboard



4.3 Explanation of key functions

Key	Explanation
	The FEED key is used to continue feeding the receipt or journal paper until the key is released.
	The RA key is used to record payments made into the cash register. The total amount received on account is recorded in the financial report.
	The PO is used to record amounts removed from the cash drawer. The total amount registered appears separately in the financial report.
	The CLR key is used to delete all the entries made using the numeric keyboard or by the X key before the entries have been finalised by pressing a department or function key. The CLR is also used to clear error states.
	The EC key is used to cancel an incorrect registration immediately after it has been entered. The error correct total is recorded in the financial report.
	The RETOUR key is used for refund transactions. The refund total is recorded in the financial report.
	The VOID key is used to complete the cancellation of an item within a registration which has not yet been concluded. The void total is recorded in the financial report.
	The CLERK key is used to register a clerk.
	Numeric keys: The numeric keys are used to enter numbers. The • is used to enter the decimal point.
	PLU (Price Look-Up) key. Items and prices are assigned to PLU numbers.
	The DP SHIFT key is used to switch between the three department levels. When Programming mode is active, the key is used to confirm a selection.
	The %- key is used to subtract a percentage from a PLU or the total amount of a sale. The total amount registered by the %- key is recorded in the financial report
	The X key is used repeat (multiply) entries for departments or refunds.

Key	Explanation
4/18/32 8/22/36 12/26/40 3/17/31 7/21/35 11/25/39 2/16/30 6/20/34 10/24/38 14/28/42 1/15/29 5/19/33 9/23/37 13/27/41	The Department keys serve to register departments. **Note**: The RCR-75CA has 42 departments.
	The ▲ and ▼ keys are used to scroll up and down in the display.
Receipt ON/OFF	The **Receipt ON/OFF** key is used to print /not print a receipt.
Receipt ISSUE	The **Receipt ISSUE** key is used to print a copy of the receipt.
CHECK	The **CHECK** key is used for transactions made with a cheque.
FC	The **FC** key is used for converting amounts into a foreign currency.
#/NS	The **#/NS** (NS = No Sale) is used for operations in which entries should not be added. It can be used to print a maximum 7 digit number on the receipt. The entry does not affect other sales totals. The **#/NS** key is also used to open the cash drawer.
CARD	The **CARD** key is used for transactions made with a credit card.
SUB-TOTAL	Press the **SUB-TOTAL** key to display the total amount of the sale.
CASH	The **CASH** key is used for transactions made with cash.

5 Programming

5.1 Standard Programming

The key switch must be set to PRG to program or make changes to the system options.

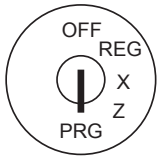
When the key switch is set to PRG, the Programming menu appears in the display. The 2-digit programming number is followed by a brief description of the programming function.

5.1.1 Programme menu

Display content - English	Significance
90.PRINT PROG DUMP	Print programmed data For example, you may want to a print out hard copy which shows all of the PLU and prices that has been programmed
01.DEPARTMENT	Program departments
03.PLU	Program price look ups (PLU)
06.CLERK	Program clerks
08.TENDER MEDIA	Program methods of payment
09.KEY + /-	Program amount-related surcharges/discounts
10.KEY +%/-%	Program percentage surcharges/discounts
12.MACHINE NUMBER	Program machine number (used when you have more than 1 cash register and want to keep track of which cash register was used for a specific transaction)
13.P REGISTER	Program cash register settings (system options)
14.DATE & TIME	Program date and time
16.FC	Program foreign currencies
30.TAX GROUP	Program tax rates
31.LOGO MESSAGE	Program top of line (logo) text. For example, you may want to program your business name, address, phone number and GST/HST/PST numbers to print on every receipt
32.AD MESSAGE	Program end line. For example, printing Thank you on all receipts
44.GRAPHIC LOGO	Select a graphical logo
45.KEYBOARD	Change keyboard assignment
80.MEMORY CLEAR	Delete all data from memory
81.SD CARD BACKUP	Produce data backup

5.1.2 Initiate programming

Proceed as follows to program one of the programme menu options:



1. Set the key to PRG
2. Select the menu option you want to program:
   - Use the ▲ and ▼ keys to scroll through the Programme menu to the required position.

   Or:
   - Enter the programme number using the digit keys.
3. Confirm your entry by pressing the CASH key.

5.1.3 Conclude programming

Press the SUB-TOTAL key to conclude programming and skip one level back in the menu.

5.2 Text input

This unit allows you to enter text using the cash register keyboard.

5.2.1 Text input Programming and maximum number of characters

Text can be entered in the following programming areas:

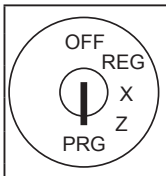
Text input for programming	Max. number of characters per text line
Departments	18
PLU	18
Clerks	18
Foreign currencies	18
Tender media	18
Logo (top of line) messages	32
End lines	32

5.2.2 Procedure to enter text

Entering digits, letters and special characters

1. All the characters assigned to a key appear when the key is pressed.
2. Digits, letters and special characters are entered in the same way as for a mobile phone. Example:
   - To enter an A, press the [8 ABC] key once.
   - To enter a B, press the [8 ABC] key twice.
   - To enter a C, press the [8 ABC] key three times.
3. Note: Alternatively, you can select the letter by scrolling to it with the [▲] and [▼] keys.
4. Save each letter by pressing the [CASH] key.
5. The digits in brackets indicate how many characters have been entered (first number) and the maximum number of characters which can be entered (second number). Example: (1/18) one character has been entered and a maximum total of 18 characters are possible.
6. Save the entire entry by pressing the [CASH] key.

Example: To enter "AU"

	Input	Display
		<Enter=YES>,<ESC>Exit A ABC. : (1/18) A B C a b c 8 Ä Á Å
	CASH	
	2 TUV 2 TUV	<Enter=YES>,<ESC>Exit AU ABC. : (2/18) T U V t u v 2 Ü Ú Ü
	CASH	
	CASH	
	SUB-TOTAL	

5.2.3 Keys for text input

Key	Meaning
7 @ / 8 ABC / 9 DEF / 4 GHI / 5 JKL / 6 MNO / 1 PQRS / 2 TUV / 3 WXYZ	Press the relevant key the necessary number of times in order to enter the required digits, letters and special characters.
7 @	Press to enter digits and special characters.
0 „ #	Press to enter digits and special characters.
00 SP	Press to enter a space.
• DEL	Press to delete the last character entered.
CLR	Press to delete the entire input.

5.2.4 Character map

Key	Characters available																													
8 ABC	A	B	C	a	b	c	8	Ä	Á	Å	Æ	Ą	À	Â	Ć	Ç	ä	á	å	æ	ą	à	â	c	ć					
9 DEF	D	E	F	d	e	f	9	Đ	Ė	È	Ê	ė	ė	è	é	Ê	ë													
4 GHI	G	H	I	g	h	i	4	Ġ	Í	İ	Î	Ï	g	í	ì															
5 JKL	J	K	L	j	k	l	5	Ł	ł																					
6 MNO	M	N	O	m	n	o	6	Ń	Ñ	Ö	Ó	Ø	Ő	Ō	ó	Ô	ñ	ń	ö	ó	ø	ő	ō	ó	ô	ò				
1 PQRS	P	Q	R	S	p	q	r	s	1	ß	Ş	Ś	Ș	p	ș	ś														
2 TUV	T	U	V	t	u	v	2	Ü	Ú	Ű	Ů	Ù	Û	ü	ů	ű	û	ù	ú												
3 WXYZ	W	X	Y	Z	w	x	y	z	3	Ý	Ź	Z	ź	z																	
0 „ #	O	!	·	#	$	%	’	&	(	)	*	+	,	-	.	/	:	;	<	=	>	?									
7 @	7	@	€	[	]	^	_	{	|	}	~	¡	§	→	←	Σ	Ø	Æ	OE	¨	¿	I	II	III	┌	┘	↑	·		

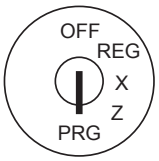
5.3 Language Options

Four different language options are available with English set as the default setting. Other languages include: French, German and Dutch.

It is recommended that you set the language prior to first use. Changing of the language can be done at any time, however all settings are deleted including cash register reports and history. You will have therefore have to reprogram the cash register completely

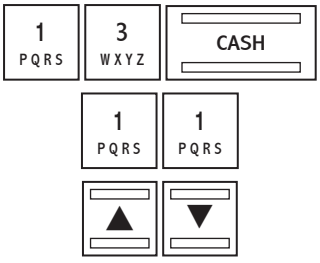
Note: Proceed as follows to set to a language other than English (i.e. French)

Example: You want to set French.



- Set the key to PRG
- Select programme number 13
- Confirm by pressing CASH.
- Enter the system option number 1 1 .
- Use the ▲ and ▼ keys to move to the input area [ ] STATUS.
- Enter the status number of the required language via the numeric keys (In our example, press 2 for French):
  0 for English
  1 for German
  2 for French or
  3 for Dutch.
- Confirm by pressing CASH
- Conclude programming by pressing the SUB-TOTAL key

Input

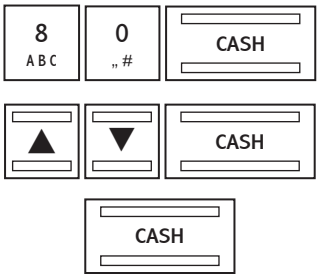


Display

=P REGISTER	1- 1=
[1] STATUS	
=P REGISTER	11- 1=

In order for the change of language to take effect, you must now clear the memory:

- Select programme number 80
- Confirm by pressing CASH.
- Use the ▲ and ▼ keys to select ALL AREA.
- Confirm by pressing CASH.
- Execute deletion by pressing CASH (to cancel, press the SUB-TOTAL button.



MEMORY CLEAR 1=

PROGRAM AREA
CASHIERS AREA
DEPARTMENT AREA
PLU AREA
E-JOURNAL AREA
ALL REPORT AREA
ALL AREA

5.4 Programming departments

A maximum of 42 departments can be programmed.

Note: On leaving the factory, departments 1 to 4 are already assigned tax rate 1 at 0%, 5 to 8 are assigned a tax rate of 5% and departments 9 to 14 are assigned tax rate 2 at 8%. All the departments are set up as an itemised department with free pricing. If these settings correspond with those you need, no adjustments to the programme are necessary at this point.FREE PRICING IS DEFINED AS A PRICE WHICH YOU MAY ENTER IN YOUR CASH REGISTER. FIXED PRICING IS A PRE-DETERMINED PRICE FOR AN ITEM (EG. EGGS AT $2.69)

5.4.1 Programmable contents

The following points can be programmed or defined for each department:

Department name

Used to program a department name. The department name is pre-programmed to Dept01, Dept02, etc.This programming step is optional. On leaving the factory, general, standard names are pre-programmed.

Department fixed price

Allows user to set a department fixed price. The default setting is set to 'free pricing'. When entering a fixed department price, ensure that the number is set to two decimals.

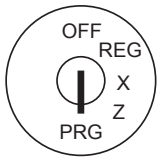
Setting Tax Rate

Allows you to set a specific tax rate to a specific department.

Department status

The department status is preset to a factory default setting of 0.

5.4.2 Department programming



- Set the key to PRG
- Select program number 01 (refer to Chapter 5.1.2).
- Confirm by pressing the CASH key

Programming a department name:

(i.e. You may want to categorize different departments to track sales and inventory of a specific category like Milk, Meat, Fruits, Electronics, etc)

- Use the ▲ and ▼ keys to move to the input area for the department name.
- Confirm by pressing the CASH key.
- Use the CLR key to delete the old department name.
- Enter the required text (max. 18 characters)

Save each individual letter by pressing the CASH key!

- Confirm by pressing the CASH key.

Programming a department fixed price:

(i.e. A specific department may have a set price. All goods in a specific department, like a dollar store category, may for example be $1.00)

- Use the ▲ and ▼ keys to move to the input area for the department fixed price.
- Enter the fixed price (including decimal point and decimal places).
- Confirm by pressing the CASH key

Assigning tax rates:

(i.e. You should assign each department a Tax Group status. The department items may for example be tax exempt, pay federal tax only or pay both federal and provincial tax). We suggest the following settings Tax Exempt - Set Tax Group to 0, Federal Tax only - Set Tax Group to 1, Federal and Provincial Taxes Payable - Set Tax Group to 2

- Use the ▲ and ▼ keys to move to the input area for the TAX rates.
- Enter the tax rate number.
- Confirm by pressing the CASH key.

Defining department Group:

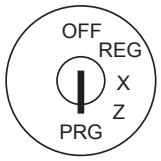
The Department Status should be the factory default setting of 0.

- To exit from the department programming press the SUB-TOTAL key.

PROGRAMMING SHORT-CUT. YOU MAY WANT TO PROGRAM THE SAME SETTING (E.G DEPARTMENT NAME), BEFORE CHANGING TO ANOTHER SETTING. TO DO THIS:

Press the DP SHIFT key to access the same position in the next department.

Example: Department 1 has a fixed price of $3.99, you want the department to be known as 'ABC' and be assigned a tax rate 2 of 5%



Input

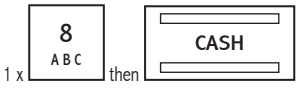
Initiate department programming:

Display

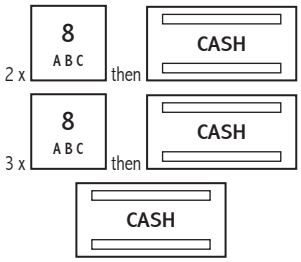
=DEPARTMENT	1 – 1=
[Dept01	]
0.00	PRICE
1	TAX GROUP
0	STATUS

Programming a department name:

[Dept01]



A

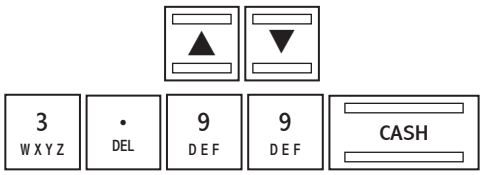


AB

ABC

[ABC]

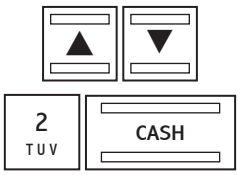
Programming a department fixed price:



[0.00 PRICE]

3.99 PRICE

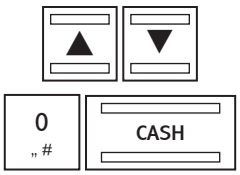
Assigning a TAX rate:



1 TAX GROUP

2 TAX GROUP

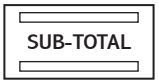
Defining department status:



5 STATUS

0 STATUS

Save and conclude department programming:



5.5 Programming the PLU (price look up)

A maximum of 1250 PLUs can be programmed.

Price Look Up is a convenient way for clerks to quickly and easily enter a price for specific item.This process is similar to a upc bar scan where a product scan has a specific price set to it. The only difference here is that the clerk must enter the PLU number corresponding to the specific item. For example, if the price of 2% milk is $4.99, you can press a specific button, which is pre-programmed specifically for 2% Milk.

5.5.1 Programmable contents

The following points must or can be programmed or defined for each PLU:

PLU Number

There are 1250 memory locations available.

PLU caption

Each PLU can be programmed individually (by name max. 18 characters).

PLU fixed price

The entry of a PLU fixed price is optional. If you do not enter a fixed price (default setting is 0.00), the cash register only operates using free pricing.
Always enter the fixed price with the set number of decimal places and decimal point.

Link department

The department assignment is required in order to assign the PLU to a tax rate.

PLU status

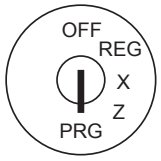
The factory default setting of 0 should be used.

Inventory

(Optional) - Enter the inventory of the item should you wish to track inventory of this specific PLU sku.

5.5.2 Programming PLUs

Note: an example of Programming Price Look Ups (PLU) follows this explanation.



- Set the key to PRG
- Select program number 03.

Confirm by pressing the CASH key. The first PLU to be programmed is always displayed.

Select PLU:

- Use the ▲ and ▼ keys to move to the input area for the PLU number.
- Use the digit keys to define which PLUs is to be programmed.
- Confirm by pressing the CASH key

The system automatically switches to the next programming step.

Note: If a PLU number which you want to program already exists, the "Data Exist !!" message appears in the display. The system will still switch to the entered memory location to complete this transaction.

Programming the PLU name

- Use the ▲ and ▼ keys to move to the input area for the PLU name.
- Enter the required text (max. 18 characters) Save each individual letter by pressing the CASH key!
- When completed entering the characters, press the CASH key.

Program PLU fixed price:

- Use the ▲ and ▼ keys to move to the input area for the PLU fixed price.
- Enter the fixed price (including decimal point and decimal places).
- Confirm by pressing the CASH key.

Assign department:

- Use the ▲ and ▼ keys to move to the input area for the assigning the department.
- Enter the department number. Corresponding to this PLU
- Confirm by pressing the CASH key.

Define PLU status:

- Ensure the PLU Status is 0

Enter inventory (Optional):

- Enter the number of the specific PLU in stock.
- Confirm by pressing the CASH key.

Save the program for the individual PLU:

- Use the ▲ and ▼ keys to select SAVE…
- Confirm by pressing the CASH key. The display indicates that the program data is being saved.

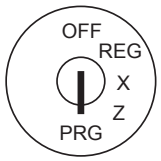
Conclude PLU programming:

- Exit from PLU programming by pressing the SUB-TOTAL key.

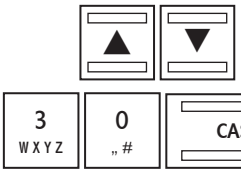
Navigating when programming PLU

- Use the ▲ and ▼ key to move to the top line and then press the CASH key several times to switch between the memory locations for the programmed PLU.
- Press the DP SHIFT key to access the same position for the next programmed PLU.

Example: PLU no. 22 should be known as 'PIE' with a price of $ 9.99 and set to Department 30. 100 pieces is in stock.



	Input	Display
Initiate PLU programming:	0 „ # 3 WXYZ CASH	=PLU 0- 2= [0]No. [ ] 0.00 PRICE 1 LINK DEPT 0 STATUS 0 STOCK SAVE… DELETE…
Enter the PLU number	▲ ▼ 2 TUV 2 TUV CASH	[0]No. [22]No.
		[ ]
Programme PLU name:	CLR	
	1 x 1 PQRS then CASH	A
	3 x 4 GHI then CASH	AB
	2 x 9 DEF then CASH	ABC
	CASH	[ABC]
Program PLU fixed price:	▲ ▼	0.00 PRICE
	9 DEF • DEL 9 DEF 9 DEF CASH	9.99 PRICE
Assign department:		



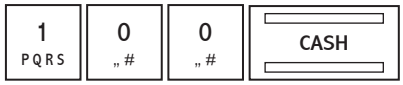
1 LINK DEPT

30 LINK DEPT

Define PLU status:

0 STATUS

Enter inventory:

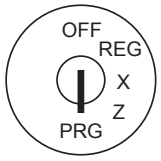


100 STOCK

Save and end programming the PLU:

STATUS

5.5.3 Deleting a PLU



- Set the key to PRG
- Select program number 03
- Confirm by pressing the CASH key.
- Use the ▲ and ▼ keys to move to the input area for the PLU number.
- Enter the number of the PLU to be deleted.
- Use the ▲ and ▼ keys to select DELETE...
- Confirm by pressing the CASH key
- Press the CASH key to complete the deleting process.

To cancel the deletion process, press the SUB-TOTAL key

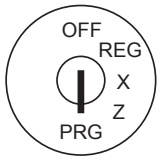
5.6 Clerk system

The clerk system allows the business owner to assign up to 8 different transaction codes to different sales associates. The factory default setting is set to OFF

5.6.1 Programming clerks

- A maximum of 8 clerks can be programmed.
- A name and password can be programmed for each clerk.
- Each clerk can be assigned user rights to limit the clerks usage

Example: "AMY" must be programmed as clerk no. 2. Her password must be set to 222222. She should be assigned all clerk rights except for printing Z-reports.



- Set the key to PRG
- Select program number 06
- Confirm by pressing [CASH]

The first clerk appears in the display.

Press the [CASH] key to access the required clerk memory location.

- Use the [▲] and [▼] keys to move to the input area for the clerk name.
- Confirm by pressing [CASH].

- Delete the existing text.
- Enter the clerk name

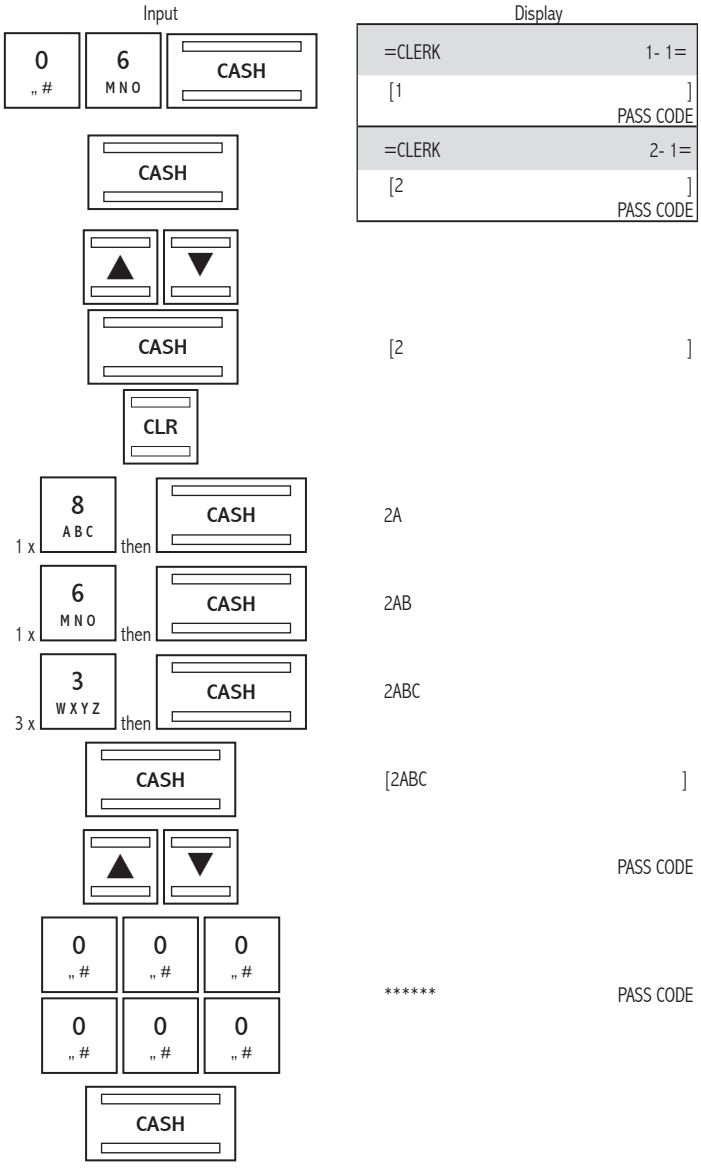
- Conclude text input by pressing the [CASH] key.

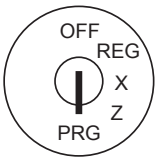
- Use the [▲] and [▼] keys to move to the input area for the password.

- Enter the current password (default setting: 000000).

Note: Always enter the password as a 6-digit number!

- Confirm by pressing [CASH].

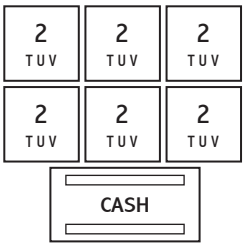




- Enter a new 6-digit password in the [ ] NEW CODE input area.
- Confirm by pressing **CASH**.

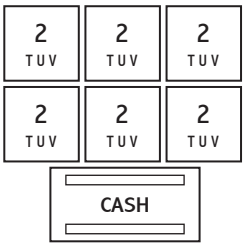
The cash register automatically switches to the next input area.

Input



Display: ****** NEW CODE

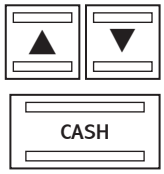
- Repeat the new password entry in the [ ] Confirm CODE input area.
- Confirm by pressing **CASH**.



Display: ****** Confirm CODE

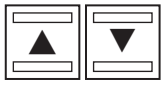
The cash register automatically switches to the next clerk memory location.
To select another clerk memory location:

- Use the ▲ and ▼ keys to move to the top line.
- Press the **CASH** key to access the next clerk memory location.
- Switch back to the clerk memory location you have just programmed.



Display: CLERK 3- 1=

- Use the ▲ and ▼ keys to scroll downwards.

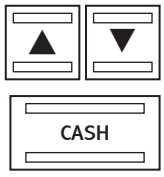


Display: CLERK 2- 1=

The clerk rights are displayed.Rights which have been assigned to the clerk are identified by a √ at the end of the line, unassigned rights with a ×.

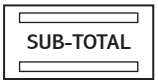
Refund: √
Change Price: √
Discount: √
Service Charge: √
Training: √
Settings √
Registration √
X Report: √
Z Report: √

- In order to change clerk rights, use the ▲ and ▼ keys to select one of the clerk rights.
- Press and press the **CASH** key to change the status of the clerk rights: Switch between "assigned" and "not assigned".



Z Report: √

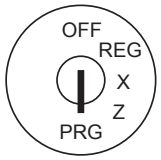
- Conclude clerk programming by pressing the **SUB-TOTAL** key.



Z Report: ×

5.6.2 Activating/Deactivating the clerk system

The clerk system is activated/deactivated via system option 8



- Set the key to PRG
- Select program number 13
- Confirm by pressing [CASH].

Input: [1 PQRS] [3 WXYZ] [CASH]

Display:

=P REGISTER	1- 1=
[2]	STATUS

- Use the digit keys to enter [8].
- Use the [▲] and [▼] keys to access the input area.

Input: [1 PQRS] [1 PQRS] [▲] [▼]

Display:

=P REGISTER	11- 1=
[0]	STATUS

- Enter the status number [1] in order to activate the clerk system.

Or:

- Enter the status number [0] in order to deactivate the clerk system.

Input: [ ]

Display:

[1]	STATUS
or	
[0]	STATUS

Save…!!

- Confirm by pressing [CASH].

Input: [CASH]

Please Continue…

- Conclude programming by pressing the [SUB-TOTAL] key.

Note: Once you return to the REG mode, each clerk will be required to log in before using the cash register

5.6.3 Logging on to the cash register as a clerk

In all key switch positions

Display:

Log In Failed!!
No Authority
Please Continue...
Clerk/Supervisor ID:

- Enter the clerk number.
- Confirm by pressing the [CLERK] key.

Input: [ ] [CLERK]

If a password has been programmed, you are now requested to enter it.

Display:

Password:

- Enter the clerk password.
- Confirm by pressing [CASH].

Input: [ ] [ ] [ ] [ ] [ ] [ ] [CASH]

5.7 Programming "Tender Media" or Mode of Payment

The tender media or mode of payment defines the method of payment for a purchase. There are five different types of Tender Payment.

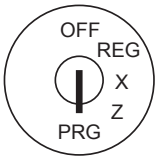
- CASH
- CARD
- CHEQUE

The following tender media can also be set up on the keyboard:

- Credit 1
- Credit 2

The names of the tender media are used on the receipts and cash register reports and can be reprogrammed, if necessary:

Example: The tender medium "CHEQUE" should be renamed "DEBIT".



- Set the key to PRG
- Select program number 08
- Confirm by pressing CASH

Input: 0 „ # | 1 PQRS | CASH

Display:
=TENDER MEDIA 1 – 1=
[CASH]

- Select the tender medium required: Switch between the various tender media by pressing the CASH key.

Input: CASH

Display:
=TENDER MEDIA 2– 1=
[CARD]

- Use the ▲ and ▼ keys to access the input area.

Input: ▲ ▼

Display:
[CARD]

- Confirm by pressing CASH.

Input: CASH

Display:
CARD

- Delete the existing text.

Input: CLR

- Enter the new tender name (ABC is being used in this example)

				Display
2 x	9 DEF	then	CASH	D
3 x	9 DEF	then	CASH	DE
2 x	8 ABC	then	CASH	DEB
3 x	4 GHI	then	CASH	DEBI
1 x	2 TUV	then	CASH	DEBIT

- Conclude text input by pressing the CASH key.

Input: CASH

- Conclude programming the tender media by pressing the SUB-TOTAL key.

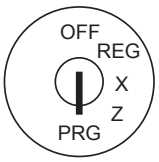
Input: SUB-TOTAL

5.8 Programming a surcharge as an amount

This function programs a fixed amount for the surcharge.

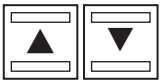
Note: When the cash register is in its default setting, the key for the fixed amount surcharge is not set up on the keyboard.

Example: A fixed surcharge of $ 6.00 must be programmed.(e.g surcharge or service charge for purchasing a ticket)



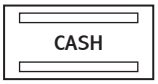
- Set the key to PRG
- Select program number 09
- Confirm by pressing [CASH]

- Use the [▲] and [▼] keys to access the input area[ ] ADD ON+.

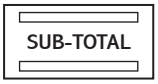


- Use the digit keys to enter the amount of the surcharge (with decimal point and decimal places).

- Confirm by pressing [CASH]



- Conclude programming by pressing the [SUB-TOTAL] key.



Input

Display

=KEY +/-		0 1=
[	0.00]	ADD ON+
[	0.00]	DISCOUNT-

[	0.00]	ADD ON+

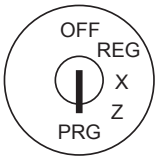
Note: In order for Step 5.8 and 5.9 to function, you will need to Register the Surcharges and discounts.

5.9 Programming a discount as an amount

This function programs a fixed amount for the discount.

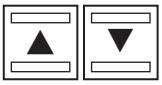
Note: The factory default setting is turned OFF

Example: A fixed discount of $1.00 must be programmed(e.g. customer has a $1.00 off coupon).



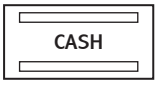
- Set the key to PRG
- Select program number 09
- Confirm by pressing [CASH]

- Use the [▲] and [▼] keys to access the input area[ ] DISCOUNT-.

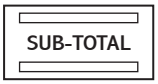


- Use the digit keys to enter the amount of the discount (with decimal point and decimal places).

- Confirm by pressing [CASH]



- Conclude programming by pressing the [SUB-TOTAL] key.



Input

Display

=KEY +/-		0 1=
[	0.00]	ADD ON+
[	0.00]	DISCOUNT-

[	1.00]	DISCOUNT-

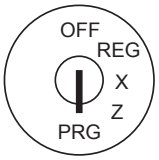
Note: In order for Step 5.8 and 5.9 to function, you will need to Register the Surcharges and discounts

5.10 Programming a surcharge as a percentage

This function programs a surcharge as a percentage value.

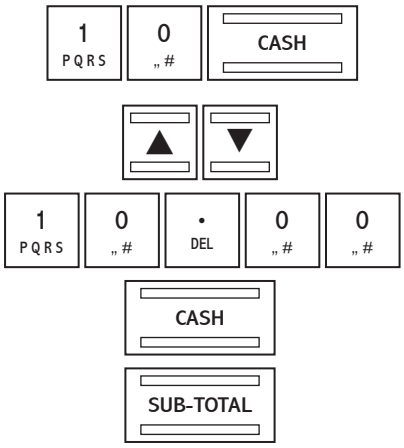
Note:Factory default setting has this feature set to 0

Example: A percentage value of 10% must be programmed for the surcharge(e.g. surcharge of 10% tip at a restaurant).



- Set the key to PRG
- Select program number 10
- Confirm by pressing [CASH]
- Use the [▲] and [▼] keys to access the input area[ ] ADD ON%.
- Use the digit keys to enter the amount of the surcharge (with decimal point and decimal places, value between 0.01 and 99.99).
- Confirm by pressing [CASH]
- Conclude programming by pressing the [SUB-TOTAL] key.

Input



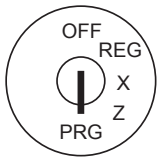
Display

=KEY +/-		1=
[	0.00]	ADD ON+
[	0.00]	DISCOUNT-
[	2.00]	DISCOUNT-

5.11 Programming a discount as a percentage (-%)

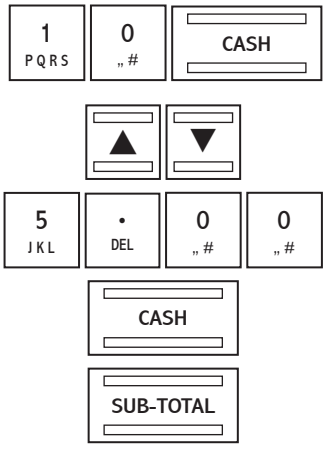
This function programs a discount as a percentage value.

Example: A percentage value of 5% must be programmed for the discount(e.g. customer pays by cash and therefore gets a 5% discount).



- Set the key to PRG
- Select program number 10
- Confirm by pressing [CASH]
- Use the [▲] and [▼] keys to move to the input area [ ] DISCOUNT%.
- Use the digit keys to enter the percentage value for the discount (with decimal point and decimal places, value between 0.01 and 99.99).
- Confirm by pressing [CASH]
- Conclude programming by pressing the [SUB-TOTAL] key.

Input



Display

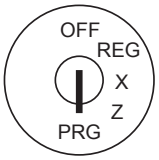
=KEY +/-		1=
[	0.00]	ADD ON+
[	0.00]	DISCOUNT-
[	5.00]	DISCOUNT-

5.12 Programming the machine number

The cash register can be assigned a 4-digit machine number which is then printed on all receipts and reports.

Note: If the machine number is 0000, no number is printed.

Example: 5555 should be programmed as the machine number.

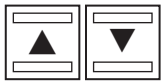


- Set the key to PRG
- Select program number 12
- Confirm by pressing CASH

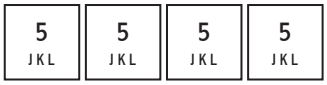
Display

```
==MACHINE NUMBER          - 1=
[  0]
```

- Use the ▲ and ▼ keys to move to the input area [ ].



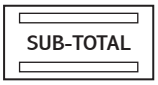
- Enter the machine number using the numeric keys.



[5555]

- Confirm by pressing CASH

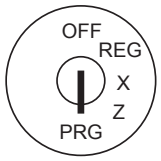
- Conclude programming by pressing the SUB-TOTAL key.



5.13 System options

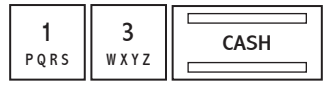
5.13.1 Programming system settings

The programming system setting options allow you to set the cash register to different setting from the factory default settings. Follow the steps below to change a specific setting.



- Set the key to PRG
- Select program number 13
- Confirm by pressing CASH

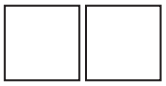
The first system option and its current status appear in the display



Display

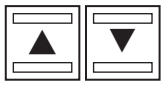
```
=P REGISTER                1- 1=
[  2]                      STATUS
```

- Enter the number of the system option to be programmed,e.g. 10.



```
=P REGISTER               10- 1=
```

- Use the ▲ and ▼ keys to move to the input area [ ].

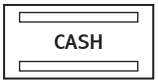


```
[  1]                      STATUS
```

- Enter the required status number, e.g. 0.

```
[  1]                      STATUS
```

- Confirm by pressing CASH




```
[  0]                      STATUS
```

5.13.2 Overview of system options

Note: The default settings appear in bold print.

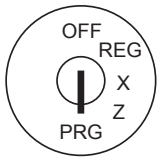
System option	Status	Setting
1	0	Decimal point position: 0 (no point)
	1	Decimal point position: 0.0
	2	**Decimal point position: 0.00**
	3	Decimal point position: 0.000
2	0	Department shift: The department level is retained following a registration
	1	**Department shift: The department level is switched back to the basic level**
3	**0**	**Net price(exclusive of tax)**
	1	Gross price(including tax)
4	**0**	**Time: 24-hour format**
	1	Time: 12-hour format
5	0	Display illumination remains on
	1	**Display illumination goes out after two minutes of inactivity (energy-save mode)**
6	**0**	**Print number on bill: no**
	1	Print number on bill: yes
7	0	Date format: Month-Day-Year
	1	**Date format: Day-Month-Year**
8	**0**	**Clerk system not active**
	1	Clerk system active
9	**0**	**PLU inventory: not active (no printout on reports)**
	1	PLU inventory: active (with printout on reports)
10	0	Acoustic signal: off
	1	**Acoustic signal: on**
11	**0**	**Language: English**
	1	Language: German
	2	Language: French
	3	Language: Dutch
	4	Reserved
	5	Reserved
	6	Reserved
	7	Reserved
	8	Reserved
12	Reserved	

13		Rounding always occurs after pressing the SUB-TOTAL and CASH keys.Rounding may be required in the future once the penny is discountinued from circulation.
	0	**No special rounding** If no special rounding has been selected, rounding is performed according to commercial 5/4 rounding: If the first decimal place to be rounded is a 0, 1, 2, 3 or 4, the number is rounded down. If the first decimal place to be rounded is a 5, 6, 7, 8 or 9, the number is rounded up.
	1	Rounding per schedule below 0.01 – 0.02 = 0.00 0.03 – 0.07 = 0.05 0.08 – 0.09 = 0.10
	2	Rounding per schedule below 0.00 – 0.24 = 0.00 0.25 – 0.74 = 0.50 0.75 – 0.99 = 1.00
	3	Rounding per schedule below 0.00 – 0.12 = 0.00 0.13 – 0.37 = 0.25 0.38 – 0.62 = 0.50 0.63 – 0.87 = 0.75 0.88 – 0.99 = 1.00
14	0	Tax rounding: rounding up
	1	**Tax rounding: standard commercial 5/4 rounding**
	2	Tax rounding: rounding down
15	Reserved	
16	**0**	**Zero skip printing for Z-report**
	1	No zero skip printing for Z-report
17	**0**	**Print total taxable amount: print**
	1	Print total taxable amount: no print
18	0	Print taxable amount for each tax rate: no print
	1	**Print taxable amount for each tax rate: print**
19	**0**	**Print extra line "Total taxable amount": no print**
	1	Print extra line "Total taxable amount": print
20	0	Print net total for each tax rate: no print
	1	**Print net total for each tax rate: print**
21	**0**	**Print extra line "Net total": no print**
	1	Print extra line "Net total": print
22	0	Print "tax rate" symbol to the right of the total: no print
	1	**Print "tax rate" symbol to the right of the total: print**
23	0	Time: no print
	1	**Time: print**
24	Reserved	
25	**0**	**Print total tax: before CASH line**
	1	Print total tax: after CASH line
26	**0**	**Electronic journal: active**
	1	Electronic journal: not active
27	Reserved	
28	Reserved	
29	Reserved	
30	0	Reserved
	1	**Receipt counter is only reset to 0 after deleting the electronic journal.**

31	0	Z1 and Z2 counters are not deleted after Z-financial report printout
	1	**Z1 and Z2 counters are deleted after Z-financial report printout**
32	**0**	**Grand Total is not deleted after Z financial report printout**
	1	Grand Total is deleted after Z financial report printout
33	**0**	**Grand Total is not printed in the Z1 financial report**
	1	Grand Total is printed in the Z1 financial report
34	**0**	**Basic currency is the local currency (amount ÷ conversion factor)**
	1	Basic currency is foreign currency (amount × conversion factor)
35	**0**	**Refunds are printed in the financial report**
	1	Refunds are not printed in the financial report
36	Reserved	
37	**0**	**No extra line is printed for GROSS amount in the Z-report**
	1	Extra line is printed for GROSS amount in the Z-report
38	**0**	**No extra line is printed for Number -(X) in the Z-report**
	1	Extra line is printed for Number -(X) in the Z-report
39	**0**	**Standard font (normal height)**
	1	Double font height for DP and PLU
	2	Double font height for tender media (without tax)
	3	Double font height for DP, PLU and tender media
	4	Double font height for logo and end lines
	5	Double font height for entire printout
40	**0**	**Receipt mode**
	1	Journal mode

5.13.3 Printing the system options

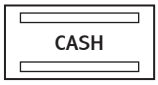
Printing system options provides a hard copy of the different PLU and Departments that have been set up. A hardcopy showing the different items may be useful for employees/clerks.



- Set the key to PRG
- Program number 90 is selected automatically
- Confirm by pressing CASH

The display shows what can be printed.

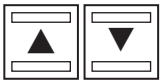
Input



Display

=SETTINGS	- 90
90. PRINT PROG DUMP	
=PRINT PROG DUMP	PR 1K
DEPARTMENT PLU CLERK TENDER MEDIA …	
=PRINT PROG DUMP	PR 8K
P REGISTER	

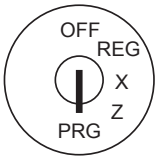
- Use the ▲ and ▼ keys to select P REGISTER.



- Confirm by pressing CASH

5.14 Programming the date and time

Example:17 09 2012 (July 17, 2012) should be programmed as the date. 13:30 should be programmed as the time.



- Set the key to PRG
- Select program number 14.
- Confirm by pressing [CASH].

Input: [1 PQRS] [4 GHI] [CASH]

Display:

=Date & Time	1- 1=
Date:	DD/MM/YYYY
	00/00/2000
Time:	HH/MM
	00-00

The input area for the day is already selected.

- Enter the day's date.
  The cash register automatically switches to the input area for the month.

Input: [1 PQRS] [7 @]

Display: Date: DD/MM/YYYY 17/00/2000

- Enter the month.
  The cash register automatically switches to the input area for the year.

Input: [0 „ #] [9 DEF]

Display: Date: DD/MM/YYYY 17/09/2000

- Enter the year.
  The cash register automatically switches to the input area for the hour.

Input: [2 TUV] [0 „ #] [1 PQRS] [2 TUV]

Display: Date: DD/MM/YYYY 17/09/2012

- Enter the hour.
  The cash register automatically switches to the input area for the minute.

Input: [1 PQRS] [3 WXYZ]

Display: Time: HH/MM 13-00

- Enter the minute.
  The cash register automatically switches to the input area for the day.

Input: [3 WXYZ] [0 „ #]

Display: Time: HH/MM 13-30

Note: Use the [▲] and [▼] keys to move to the individual input areas

- Save the programmed entries by pressing the [CASH] key.

Input: [CASH]

Display: Save...!! Please Continue...

- Conclude programming by pressing the [SUB-TOTAL] key.

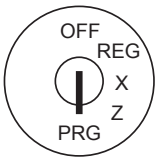
Input: [SUB-TOTAL]

5.15 Programming foreign currencies

A maximum of 2 foreign currencies can be programmed.

Note: If you want to work with a second foreign currency, you must programme [FC 2] on the keyboard (refer to Chapters 5.20 and 5.20.2). The default [FC] key on the keyboard only applies for foreign currency 1! e.g. US Currency

Example: US Dollar should be programmed as the foreign currency in memory location 2. The exchange rate is $1.00 CDN = $1.02 US



- Set the key to PRG
- Select programme number 16
- Confirm by pressing **CASH**.

The first foreign currency memory location appears in the display.

- Press the **CASH** key to change the foreign urrency memory location.
- Use the ▲ and ▼ keys to move to the text input area [FC0x].
- Confirm by pressing **CASH**.
- Delete the existing text.
- Enter the new foreign currency text
- Conclude text input by pressing the **CASH** key.
- Use the ▲ and ▼ keys to move to the input area Foreign:.
- Enter the foreign currency.
- Confirm by pressing **CASH**.
- Use the ▲ and ▼ keys to move to the input area Native:
- Enter the local currency.
- Confirm by pressing **CASH**.

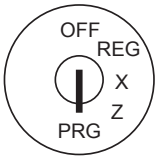
Input	Display
	=FC 1- 1=
1 PQRS, 6 MNO, CASH	[FC01]
	Foreign: 0.01
	Native: 0.01
CASH	=FC 2- 1=
▲ ▼	[FC02]
CASH	FC02
CLR	
2 x 2 TUV then CASH	U
4 x 1 PQRS then CASH	US
1 x 9 DEF then CASH	USD
CASH	[USD]
▲ ▼	Foreign: 0
1 PQRS, • DEL, 0 „ #, 2 TUV	Foreign: 1.02
CASH	Foreign: 1.02
▲ ▼	Native: 0
1 PQRS	Native: 1
CASH	Native: 1
SUB-TOTAL	

5.16 Programming tax rates

A maximum of 4 tax rates can be programmed.

Note: When the machine leaves the factory, tax rate 1 is already pre-programmed to 0% for tax rate 1 (tax exempt) and 5% for tax rate 2(federal tax rate) and 8% for Tax Rate 3 (provincial tax rate). If these rates correspond with those you need, no adjustments to the program are necessary at this point.

Example: Changing the tax rate to 2 to 6%



	Input	Display
• Set the key to PRG • Select program number 30 • Confirm by pressing CASH	3 WXYZ, 0 „ #, CASH	=TAX GROUP 1- 1= 19.00 RATE%
• Press the CASH key to change to another tax memory location	CASH	=TAX GROUP 3- 1= 0.00 RATE%
• Use the ▲ and ▼ keys to move to the input area [ ] RATE%.	▲ ▼	
• Use the digit keys to enter the tax rate (with decimal point and decimal places).	6 MNO, • DEL, 0 „ #, 0 „ #	6.00 RATE%
• Confirm by pressing CASH	CASH	6.00 RATE%
• Conclude programming by pressing the SUB-TOTAL key.	SUB-TOTAL	

Note: When programming the departments, the tax rate is assigned to the departments. The tax totals are only calculated and printed on the receipt when the tax rate is actually assigned to the departments.

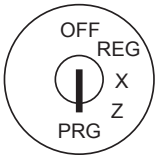
5.17 Programming Top Of Line Receipt Information (e.g Business Name, address, phone number)

The logo message, printed at the top of the receipt, can contain up to 4 lines and a maximum of 32 characters per line.

Four logo lines are already pre-programmed.

• If you do not want to print a logo message, you can delete the pre-programmed logo message lines.

Example: A logo should be programmed containing the text "********* WELCOME *********". The remaining preprogrammed lines should be deleted.

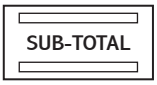


	Input	Display
• Set the key to PRG • Select program number 31 • Confirm by pressing CASH The programmed logo message appears in the display. The first logo line is already selected.	3 WXYZ, 1 PQRS, CASH	=LOGO MESSAGE - 1= ********** YOUR RECEIPT **********
• Press the CASH key to programme text for the first line. Note: Only 20 characters can appear as a line in the display at one time but 32 characters are possible on the receipt.	CASH	**********
• Delete the existing logo message text by pressing the CLR key.	CLR	
• Enter the new desired text message message.		********* WELCOME *********
• Save the text by pressing CASH.	CASH	
• Use the ▲ and ▼ keys to access the next logo line.	▲ ▼	********* WELCOME *********

• Continue programming the text as described.

etc.

• Conclude programming by pressing the SUB-TOTAL key.

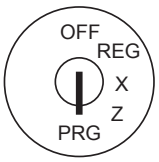


5.18 Programming the end lines (e.g. entering your GST#)

The end lines on the receipt can contain up to 3 lines and a maximum of 32 characters per line.

Three end lines are already pre-programmed.

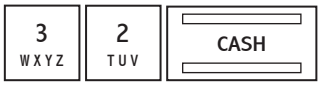
- If you do not want to print end lines, you can delete the pre-programmed end lines.
- Refer to Chapter 5.2 for information on entering text.
- Text lines which are not programmed are not printed.



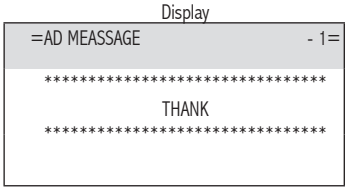
- Set the key to PRG
- Select program number 32
- Confirm by pressing CASH

The programmed end lines appear in the display. The end line is already selected.
For further details, refer to Chapter 5.17.

Input



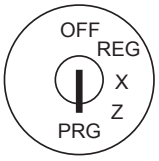
Display



5.19 Selecting a graphical logo

You can print a graphical logo above the logo message on a receipt.

There are 23 motifs available for selection, refer to Figure 1.

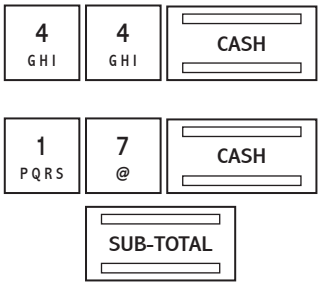


- Set the key to PRG
- Select program number 44 (refer to Chapter 5.1.2).
- Confirm by pressing CASH

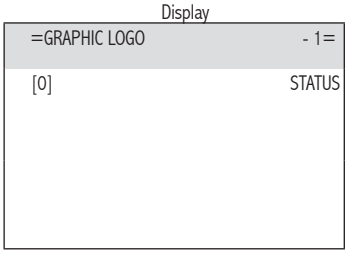
The factory default setting is preset to 0. e.g.no graphical logo is printed.

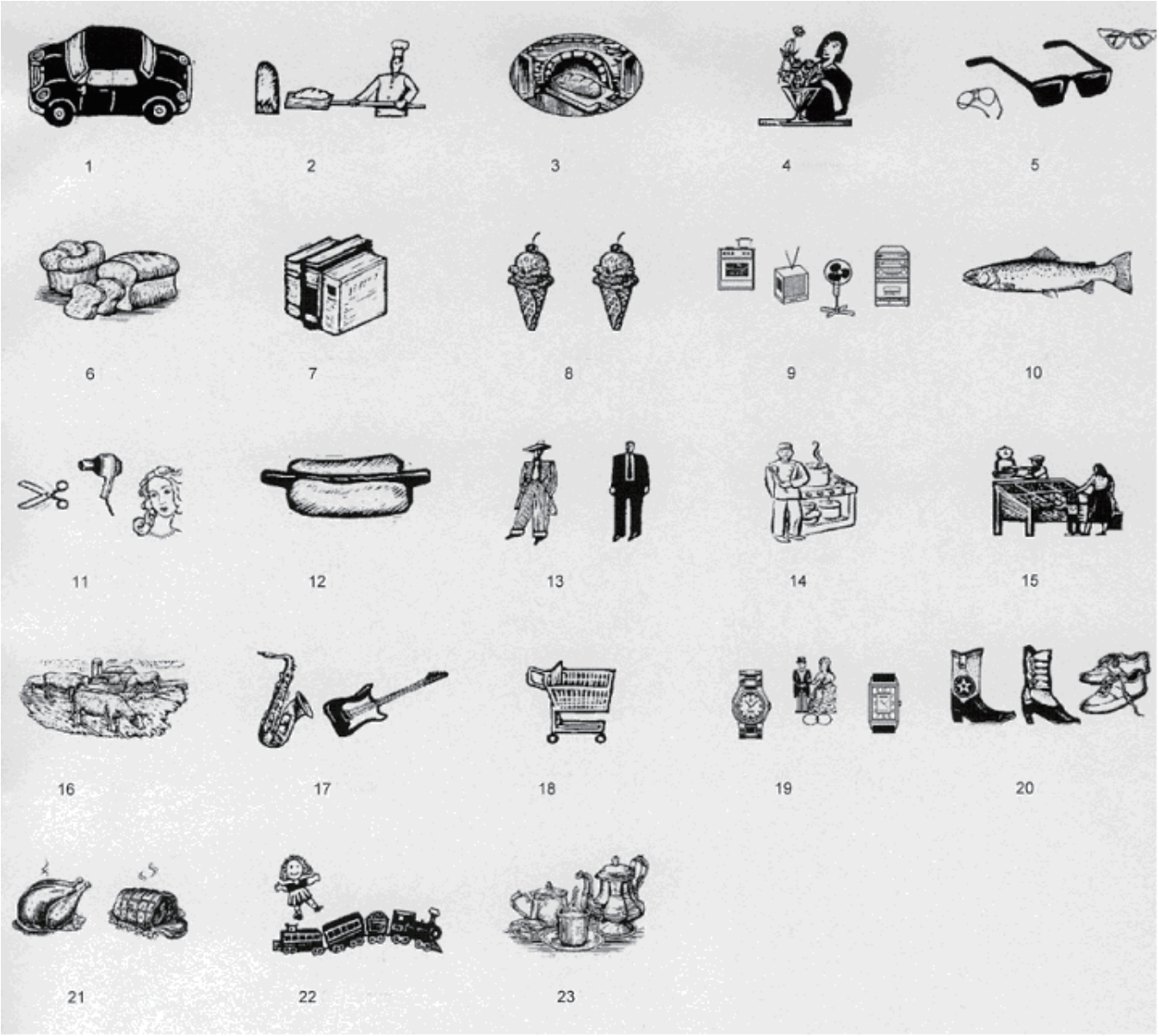
- Enter the number of the graphical logo you want to print in the input area, e.g Figure 17
- Confirm by pressing CASH.
- Conclude programming by pressing the SUB-TOTAL key.

Input



Display





5.20 Programming the keyboard

5.20.1 Programmable keys

The following keys can be programmed:

- Function keys
- Tender media keys (method of payment)
- Foreign currency keys

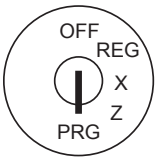
Code numbers

Each function has a code number which identifies its uniqueness. The code number is required for programming.

Category	Meaning	Code Number	Default on Keyboard
Function key table	DP SHIFT	143	
	-%	159	x
	+%	160	
	- Amount discount	157	
	+ Amount surcharge	158	
	Training	153	
Tender media key	Card	161	x
	Credit 1	162	
	Credit 2	163	
	Check	164	
Foreign currency keys	Foreign currency 1	165	x
	Foreign currency 2	166	

5.20.2 Programming the keys

Example: The "Training" function (code number 153) should be assigned to the key currently assigned the "CHECK" function (code number 164).



- Set the key to PRG
- Select program number 45
- Confirm by pressing [CASH]

Input: [4 GHI] [5 JKL] [CASH]

Display:
```
=KEY-FUNCTION                1=
[ 0]                  VALUE CODE
[ 0]                  KEY BE ASSIGNED

INIT DEFAULT KEYBD.
```

- Use the [▲] and [▼] keys to move to the input area [ ] VALUE CODE

Input: [▲] [▼]

Display: [0] VALUE CODE

- Use the digit keys to enter the code number of the required function, e.g. 153 (Training).

Input: [1 PQRS] [5 JKL] [3 WXYZ]

Display: [153] VALUE CODE

- Confirm by pressing [CASH]. The display switches to the next input area [ ] KEY BE ASSIGNED

Input: [CASH]

Display: [0] KEY BE ASSIGNED

- Press the [CASH] key.

Input: [CASH]

Display:
```
Pls Input
Redefine Key
```

- Now press the key to be assigned the new function. The display shows:

Display:
```
          Save...!!
Please Continue...
```

The code number of the new function is displayed in input area [ ] KEY BE ASSIGNED

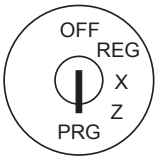
Display:
```
[ 153]                VALUE CODE
[ 164]                KEY BE ASSIGNED
```

- Conclude programming by pressing the [SUB-TOTAL] key.

Input: [SUB-TOTAL]

Note: Please create a suitable key label for the reprogrammed key so that other clerks clearly know what function is assigned to the key!

5.20.3 Resetting the cash register to factory default settings



- Set the key to PRG
- Select program number 45
- Confirm by pressing [CASH]

Input: [4 GHI] [5 JKL] [CASH]

Display:
```
=KEY-FUNCTION                1=
[ 0]                  VALUE CODE
[ 0]                  KEY BE ASSIGNED

INIT DEFAULT KEYBD.
```

- Use the [▲] and [▼] keys to access the INT DEFAULT KEYB. field.

Input: [▲] [▼]

Display: INIT DEFAULT KEYBD.

- Confirm by pressing [CASH]

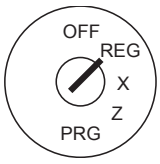
Input: [CASH]

Display: [0] KEY BE ASSIGNED

6 Operation

Set the cash register to Registration mode REG when in standard operation

Note: The information below applies for the following subchapters: the cash register is always programmed to 2 decimal places (default setting).



- Set the key to REG

Display

19-01-2011	17:30:30
	0.00

6.1 Clearing error messages

In the case of input errors or exceeding limit values, the cash register issues an error status: An acoustic signal is issued and an "E" (Error) appears in the display. Press the CLR key to clear the error message.

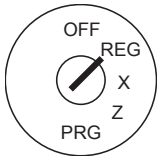
6.2 Registering departments

No decimal point is set when entering prices. The cash register sets the decimal point automatically according to system option 1 (decimal point position).

6.2.1 Single DP registration

e.g. Your business sells an item or a group of items always at the same price (shoes). You therefore want to set a fixed price to a specific department so that the clerk simply presses a specific department and the price is fixed.

Example: $100.50 should be registered to Department 1.



- Set the key to REG
- Enter the price (without decimal point, with decimal places).
- Press the relevant department key.

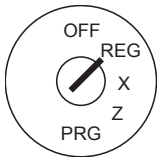
Input

1 PQRS	0 „ #	0 „ #	5 JKL	0 „ #	1/15/29

Note: If a department is pre-programmed as a department with a fixed price, no price needs to be entered during registration. After pressing the relevant department key, the fixed price is automatically registered.

6.2.2 Multiple DP registration

Multiple DP Registration may be desired in some instances. One example may be that you typically sell fruits by the kilogram. You may want to enter a weight of 2.2 kilograms at a fixed price of 79 cents.



- Set the key to REG
- Enter the quantity.
- Press the multiplication key X.
- Enter the price (without decimal point, with decimal places).
- Press the relevant department key.

Input

2 TUV	• DEL	2 TUV	X	7 @	9 DEF	2/16/30

- The quantity of goods can a value between 1 and 9999.

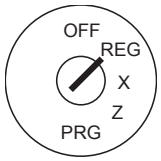
6.3 Registering PLUs

Items (PLUs) are registered by means of PLU numbers. PLUs can only be registered with fixed prices.

6.3.1 Registering (Entering) a programmed PLU

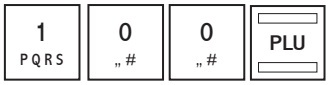
Upon programming a PLU, the price becomes fixed. For example, Milk may have a fixed price of $4.99. If you assign Milk to a specific PLU (in this example PLU #100), each time you enter PLU#100, the price of $4.99 will be registered.

Example: An item with PLU number 100 should be registered.



- Set the key to REG
- Enter the PLU number.
- Press the PLU key.

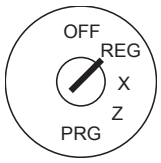
Input



Note: If an attempt is made to register a PLU which has not been programmed, the following message appears: No record !! Please Continue… (no registration, continue)

6.3.2 Registering a multiple PLU

It is often more convenient and accurate to enter the quantity of items being purchased as opposed to entering each transaction separately. Registering a Mutiple PLU is the process to do this. In this example, it is assumed that Milk costing $4.99 has been programmed for PLU #100. The customer is buying 15 bags of milk.



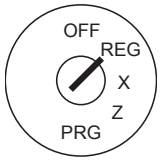
- Set the key to REG
- Enter the quantity.
- Press the multiplication key X.
- Enter the PLU number.
- Press the PLU key.

Input

Note: The quantity of goods can a value between 1 and 9999.

6.4 Concluding receipt / Method of payment

6.4.1 Paying with cash and displaying the change

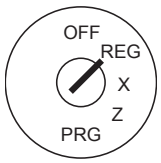


- Set the key to REG
- Complete all the registrations.
- Produce the subtotal by pressing the SUB-TOTAL key (optional process).
- The amount due for payment appears in the display.
- Enter the amount received from the customer (optional process).
- Press the CASH key.

If the amount paid by the customer is higher than the actual amount due, the cash register automatically calculates the amount of change due after pressing the CASH key and shows it in the display.

Note: If the customer pays exactly the right amount, you need not enter the sum paid. Simply press the CASH key to conclude the receipt. The amount payable appears in the display.

6.4.2 Payment by check(this key can also be used for Debit payments)



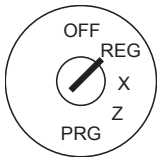
- Set the key to REG
- Complete all the registrations.
- Produce the subtotal by pressing the SUB-TOTAL key (optional process).
- The amount due for payment appears in the display.
- Enter the amount received from the customer (optional process).
- Press the CHECK key.

If the amount paid by the customer is higher than the actual amount due, the cash register automatically calculates the

amount of change due after pressing the CASH key and shows it in the display.

Note: If the customer pays exactly the right amount, you need not enter the sum paid. Simply press the CASH key to conclude the receipt. The amount payable appears in the display.

6.4.3 Payment by credit card



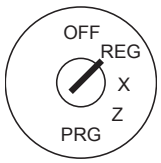
- Set the key to REG
- Complete all the registrations.
- Produce the subtotal by pressing the SUB-TOTAL key (optional process).
- The amount due for payment appears in the display.
- Enter the amount received from the customer (optional process).
- Press the CARD key.

If the amount paid by the customer is higher than the actual amount due, the cash register automatically calculates the amount of change due after pressing the CASH key and shows it in the display.

Note: If the customer pays exactly the right amount, you need not enter the sum paid. Simply press the CASH key to conclude the receipt. The amount payable appears in the display.

6.4.4 Paying by credit approval

Note: The CREDIT key must have been programmed on the keyboard beforehand (refer to Chapter 5.20).



- Set the key to REG
- Complete all the registrations.
- Produce the subtotal by pressing the SUB-TOTAL key (optional process).
- The amount due for payment appears in the display.
- Enter the amount received from the customer (optional process).
- Press the CREDIT key.

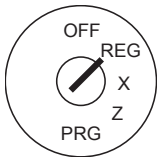
If the amount paid by the customer is higher than the actual amount due, the cash register automatically calculates the amount of change due after pressing the CASH key and shows it in the display.

Note: If the customer pays exactly the right amount, you need not enter the sum paid. Simply press the CASH key to conclude the receipt. The amount payable appears in the display.

6.4.5 Combining tender media

A bill can be paid by combining the various methods of payment.(eg. The bill costs, 12.00. The customer wants to pay 5.00 cash, the balance on the customers credit card.)

Note: The payment made in cash should always be the last step.



- Set the key to REG
- Complete all the registrations.
- Produce the subtotal by pressing the SUB-TOTAL key (optional process).
- The amount due for payment appears in the display.
- Enter the amount that the customer wants to pay using tender medium 1 and press the corresponding tender media key(e.g. Cash in this example). The remaining amount due appears in the display together with the amount paid using tender medium 1.
- Enter the amount that the customer wants to pay using tender medium 2 and press the corresponding tender media key(in this example CREDIT). The remaining amount due appears in the display and together with the amount paid using tender medium 1+ 2.

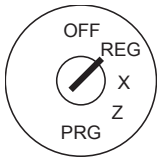
6.5 Payment in a foreign currency

The cash register can operate using two foreign currencies.

The cash register automatically converts the price of the registration in the currency selected and back. if necessary.
Note: Some transactions may occur in US Currency. It is often easier not to use this feature due to the on-going fluctuation of the Canadian dollar.

6.5.1 Paying in a foreign currency with the exact amount

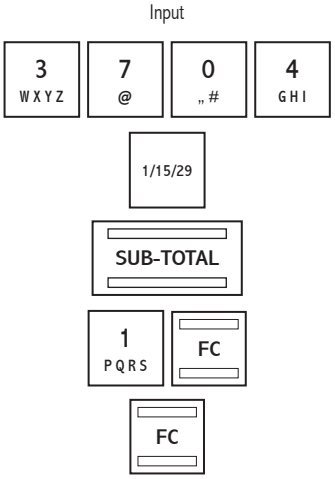
Example: A bill totalling $ 37.04 in department 1 is paid to the exact amount in USD.



- Set the key to REG
- Produce the subtotal.
- Enter the foreign currency memory location.
- Press the [FC] key.

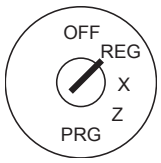
The amount due for payment is converted to the foreign currency and appears above the local currency in the display.
In the example: USD (50.00)

- The customer pays the exact amount due in the foreign currency.
- Press the [FC] key to conclude the registration process.



6.5.2 Paying in a foreign currency with change

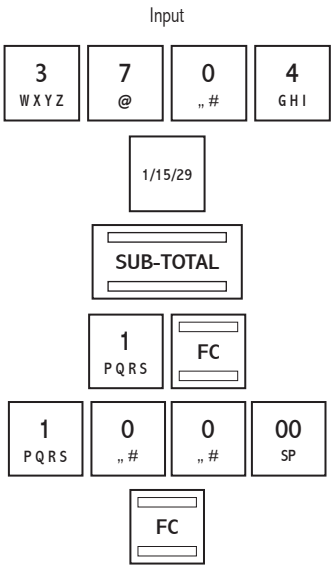
Example: A bill totalling $ 37.04 in department 1 is paid with $100 US



- Set the key to REG
- Produce the subtotal.
- Enter the foreign currency memory location.
- Press the [FC] key.

The amount due for payment is converted to the foreign currency and appears above the local currency in the display.
In the example: USD (50.00)

- Use the digit keys to enter the amount paid by the customer in the foreign currency.
- Press the [FC] key to conclude the registration process.



Explanation to the receipt

Convert Cash 50.00	= The amount due converted to the foreign currency
USD 100.00	= The amount paid in the foreign currency.
Convert Cash 74.07	= The amount paid converted to the local currency
Change 37.03	= The amount of change due in the foreign currency

Note: Please note that rounding differences can occur during the conversions.

Note: In the financial report, the change in the local currency is deducted from the CASH amount in "TOTAL DRAWER". The total of the foreign currency is printed in an extra line.

6.6 Registering surcharges and discounts

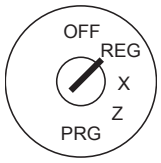
In order for Step 5.8 and 5.9 to function, you will need to Register the Surcharges and discounts

It is possible to define amount-related or percentage surcharges and discounts. They can be applied to individual PLU's or a subtotal.

- Where necessary, the [+%], [- Amount Discount] and [+ Amount Surcharge] keys must be set up on the keyboard .
- A fixed, pre-programmed value can be entered for amount-based and percentage surcharges and discounts If fixed values are programmed, no other values need be entered when registering surcharges and discounts. If a value is entered, however, it overwrites the pre-programmed value.
- The number of surcharges and discounts as well as the corresponding total sums appear in the financial report.

6.6.1 Registering amount-related surcharges and discounts

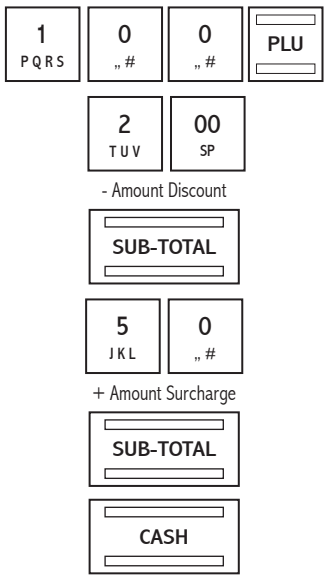
Example: An amount-related discount of $ 2.00 is assigned to an item with PLU number 100. The subtotal is then produced to which an amount-related surcharge of $ 0.50 is added.



- Set the key to REG
- Register the goods to which an amount-related urcharge or discount is to be granted.
- Enter the amount-related surcharge or discount.
- Press the [- Amount Discount] and [+ Amount Surcharge] key.

If the amount-related surcharge or discount is to be applied to a subtotal, press the [SUB-TOTAL] key beforehand.

Input

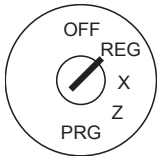


RECEIPT

PLU 100		5.55T1
DISCOUNT-		-2,00
Subtotal:		3.55
Add ON		+ 0.50
Subtotal:		4.05
TAX1	13,00%	0.65
TOTAL TAX		3.40
TOTAL		4,05
CASH		4,05
17-09-2012		# 6

6.6.2 Registering percentage surcharges and discounts

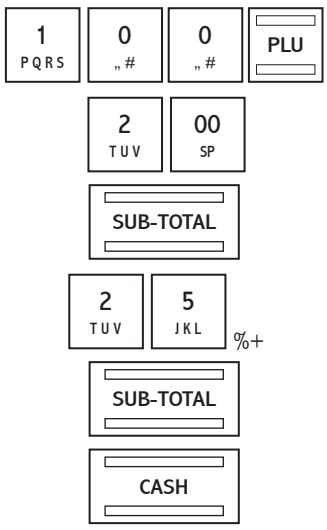
Example: A percentage discount of 10% is assigned to an item with PLU number 100. The subtotal is then produced to which a percentage surcharge of 25% is added.



- Set the key to REG
- Register the goods to which a percentage surcharge or discount is to be granted.
- Enter the percentage surcharge or discount.
- Press the [%-] or [%+] key.

If the percentage surcharge or discount is to be applied to a subtotal, press the [SUB-TOTAL] key beforehand.

Input



RECEIPT

PLU 100		5.55T1
DISCOUNT-		-2,00
Subtotal:		3.55
Add ON		+ 0.50
Subtotal:		4.05

6.7 Deleting input errors (corrections)

If you have entered a wrong character but have not yet pressed the DP SHIFT or PLU key, you can correct the error by pressing the CLR key.

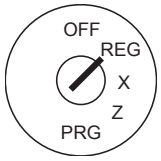
6.8 Error correction and void

Note: The number of corrections and voids are recorded in the financial report.

6.8.1 EC (error correction)

If an item is registered incorrectly and nothing else has been registered in the meantime, this incorrect registration can be cleared by means of an immediate error correction.

Example: While registering several items, the item with PLU number 100 was incorrectly registered. Nothing else has been registered since then. An error correction should be completed.



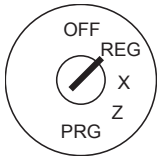
- Set the key to REG
- Press the 1 PQRS, 0 „ #, 0 „ #, PLU keys
- Press the EC key directly after making the incorrect registration to cancel the item.

Input		Receipt	
		PLU 2	2.22T1
		PLU 100	5.55T1
Cancel		Cancels:	
PLU 100	-5.55	PLU 100	-5.55

6.8.2 Void

If an item has been registered by mistake but the receipt has not yet been concluded by pressing a tender media key, the incorrect registration can be cancelled by means of a void. The void process is used when other items were registered after the item to be cancelled.

Example: Three items have been registered: $ 10.00 for department 1, $ 20.00 for department 2 and $ 30.00 for department 3. The second item needs to be cancelled ($ 20.00 for department 2).



- Set the key to REG
- Register the PLUs.
- Press the VOID key.
- Use the ▲ and ▼ keys to move to the item to be cancelled.
- Press the EC key to delete the item selected.
- Press the CASH key to return to the registration.

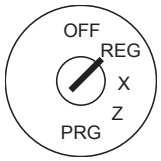
Continue with the registration or conclude the receipt.

Input		Receipt		
		Dept01		10.00T1
		Dept02		20.00T1
= Billing Mode Detail		Dept03		30.00T1
3.Dept03 1	30.00	Cancels:		
		Dept02		-20.00
= Billing Mode Detail		SubtotaL:		40.00
2.Dept02 1	20.00		# 9	
= Billing Mode Detail				
2.Dept02 0	00,00			
Cancel				
Dept02	-20.00			

6.8.3 Complete cancellation

If a receipt has not yet been concluded by pressing a tender media key and all the registrations made for it should be cancelled, execute a complete cancellation.

Example: Various items have been registered. The receipt has not yet been concluded. A complete cancellation should be executed.



- Set the key to REG
- Press the 2 TUV, PLU, 1 PQRS, 0 „ #, 0 „ #, PLU keys
- Press the VOID key.
- Press the CLR key.

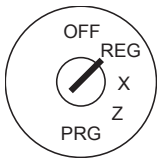
Input		RECEIPT		
		PLU 2		2.22T1
		PLU 100		5.55T1
		17-07-2012		#10
Cancel		Cancel	Cancel	Cancel
PLU 100	-5.55			

Note: The number and total sum of the corrections are recorded in the financial report.

6.8.4 Refunds

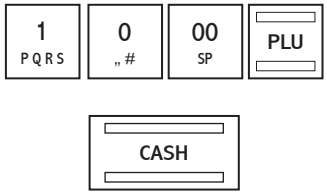
Refunds (retours) must be registered when a customer returns an item after it has been sold and the receipt concluded.

Example: $ 10 is refunded from department 1.



- Set the key to REG
- Press the CASH RETOUR key.
- Register the returned item in the normal way.
- Press the CASH key.

Input



Receipt

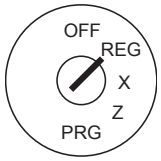
```
Dept01                          Refund
  1          -10.00             -10.00T1
--------------------------------------------
TAX1              13,00%          -1.60
TOTAL TAX                         -8.40
--------------------------------------------
TOTAL                            -10.00
CASH                             -10.00
17-07-2012                          #11
```

Note: The number and total sum of the refunds are recorded in the financial report. Use system option 35 to enable (default setting) or disable printout of this information in the financial report.

6.9 Received on account operations

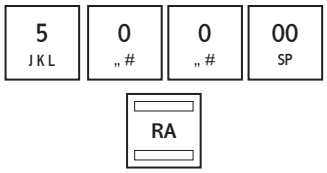
Payments into the cash register, e.g. credit repayments, are registered as follows:

Example: $ 500 are received on account.



- Set the key to REG
- Enter the amount paid in.
- Press the RA key.

Input



RECEIPT

```
--------------------------------------------
RA:                              500.00
17-07-2012                          #12
```

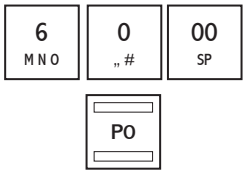
Note: The number and total sum of received on account operations are recorded in the financial report.

6.10 Paid out operations

Example: $ 60 is paid out for a service technician.

- Set the key to REG
- Enter the amount paid out.
- Press the PO key.

Input



RECEIPT

```
--------------------------------------------
PO:                              60.00
17-07-2012                          #13
```

Note: The number and total sum of the paid out transactions are recorded in the financial report.

6.11 Printing numbers

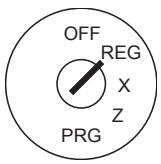
A freely selectable, 8-digit number can be printed on the receipt, e.g. a customer or voucher number.

Example: The customer purchase order number 87654321 needs to be printed on the receipt.

6.12 Opening the cash drawer without a sale

The cash drawer can be opened without making a sale in order to deposit or remove cash.

Note: The number and total sum of no sale drawer opening operations are recorded in the financial report.



- Set the key to REG
- Press the #/NS key.

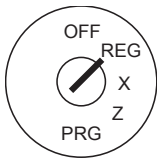
Input

RECEIPT

```
--------------------------------------------
No Sale Act:
17-07-2012                          #15
```

6.13 Printing a Receipt ON/OFF

The printing of a receipt can be switched ON or OFF.



- Set the key to REG
- Press the **Receipt ON/OFF** key.

Input

RECEIPT

17-07-2012 16:30:00
B

0.00

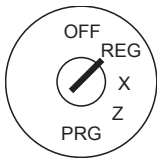
Note: If receipt printing is switched off, a "B" appears in the display.

Note: If the key is pressed twice in quick succession, the initial status is restored.

6.14 Later printout of receipt (copy of receipt)

If printing of a receipt is switched off via the **Receipt ON/OFF** key, it can be printed later by pressing the **Receipt ISSUE** key (receipt/bill). This only relates to the receipt for the last registration process.

Note: If you need a copy of the receipt for a registration recorded some time ago, it may be possible to print one from the electronic journal as long as the data is still stored there (ring journal).



- Set the key to REG
- Receipt printing is switched off.
- Register the items and conclude by pressing a tender media key.
- The press the **Receipt ISSUE** key.

Input

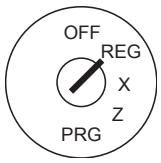
7 Training Mode

Activate Training mode to practice using the cash register.

It is important to activate Training mode when practising to ensure the actual sales figures are not falsified. When Training mode is active, all the operating functions can be accessed, the difference to Registration mode being that the entries and transactions are not recorded in the cash register reports.

7.1 Activating Training mode

Note: To activate Training mode, press the Training key. This must first be set up on the keyboard (refer to Chapters 5.20 and 5.20.2).



- Set the key to REG
- Press the Training key.

Display

17-07-2012 17:00:00
T

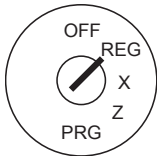
0.00

Note: If Training mode is switched on, a "T" appears in the display.

Note: Within the scope of programming the clerk system , the clerk rights can be used to define which clerk may use Training mode. In order for the clerk rights to take effect, the clerk system must be activated.

7.2 Deactivating Training mode

Note: To deactivate Training mode, press the Training key. This must first be set up on the keyboard.



- Set the key to REG
- Press the Training key.

Display

17-07-2012 17:00:00
T

0.00

8 Electronic Journal (EJ)

The electronic journal records every entry made on the cash register in the way the input is recorded on the receipt.

- The electronic journal is active when the cash register leaves the factory. It can be deactivated by means of system option 26.
- Approx. 16,000 (receipt) lines can be stored. When the maximum memory capacity is full, the oldest entries in the electronic journal are automatically overwritten.

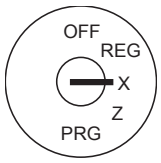
8.1 Printing the the electronic journal (EJ)

The electronic journal can be printed out in X and Z modes:

- X-mode: Without memory deletion
- Z-mode: With memory deletion

Note: Printout of the electronic journal can be interrupted and stopped by pressing the CLR key.

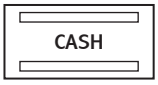
8.1.1 Printing the EJ with all details



- Set the key switch to position X or Z.
- Select EJ.DETAIL REP.: Use the ▲ and ▼ keys to scroll through the Program menu to the required position or use the digit keys to enter 9 and 6.
- Confirm the input by pressing the CASH key; the electronic journal appears in the display.

- Press the CASH key again to start printing the electronic journal.

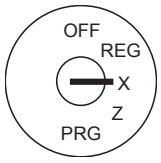
Input



Display

```
= X Report                    - 1=

01.FINANCIAL REP.
02.FINA. REP. MON.
03.DEPT. REP.
04.DEPT. REP. MON.
05.PLU REP.
06.PLU REP. MON.
08.CLERK REP.
09.CLERK REP. MON.
86.TRAINING REP.
87.TRAINING REP. MON.
96.EJ.DETAIL REP.
97.EJ.SUM REP.
98.RE-PRINT RECEIPT
```

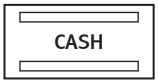
8.1.2 Printing the EJ with totals only



- Set the key switch to position X or Z.
- Select EJ.SUM REP.: Use the ▲ and ▼ keys to scroll through the Program menu to the required position or use the digit keys to enter 9 and 7.
- Confirm the input by pressing the CASH key; the electronic journal appears in the display.

- Press the CASH key again to start printing the electronic journal.

Input

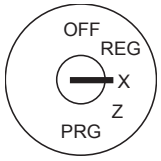


Display

```
= X Report                    - 1=

01.FINANCIAL REP.
02.FINA. REP. MON.
03.DEPT. REP.
04.DEPT. REP. MON.
05.PLU REP.
06.PLU REP. MON.
08.CLERK REP.
09.CLERK REP. MON.
86.TRAINING REP.
87.TRAINING REP. MON.
96.EJ.DETAIL REP.
97.EJ.SUM REP.
98.RE-PRINT RECEIPT
```

8.1.3 Printing a copy of a receipt from the EJ

A receipt stored in the electronic journal can be printed out, once, at a later date. The receipt is then printed with the title RECEIPT ISSUE.



- Set the key switch to position X.
- Select RE-PRINT RECEIPT:Use the ▲ and ▼ keys to scroll through the Program menu to the required position or use the digit keys to enter 9 and 8.
- Confirm by pressing CASH.

The input area in which to enter the receipt number appears in the display together with the number of receipts stored.

- Enter the number of the receipt to be printed.
- Confirm by pressing CASH.

Input

Display

```
= X Report                    - 1=

01.FINANCIAL REP.
02.FINA. REP. MON.
03.DEPT. REP.
04.DEPT. REP. MON.
05.PLU REP.
06.PLU REP. MON.
08.CLERK REP.
09.CLERK REP. MON.
86.TRAINING REP.
87.TRAINING REP. MON.
96.EJ.DETAIL REP.
97.EJ.SUM REP.
98.RE-PRINT RECEIPT
```

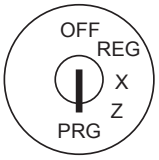
Note: The receipts stored are deleted when the electronic journal is deleted.

8.2 Deleting the electronic journal (EJ)

8.2.1 Printing and deleting the EJ

Delete the electronic journal by printing the electronic journal in Z-mode.

8.2.2 Deleting the EJ without printing

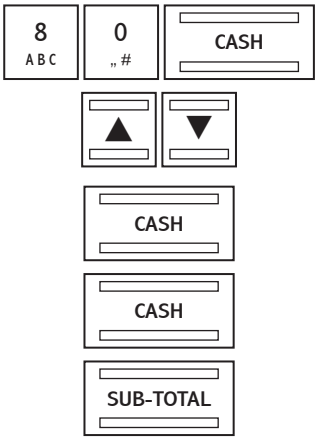


- Set the key to PRG
- Select programme number 80
- Confirm by pressing CASH

The information which can be deleted appears in the display.

- Use the ▲ and ▼ keys to move to E-JOURNAL AREA.
- Press the CASH key.
- Confirm the prompt by pressing the CASH key.
- Conclude programming by pressing the SUB-TOTAL key.

Input



Display

```
=MEMORY CLEAR                 - 1=

PROGRAM AREA
CASHIERS AREA
DEPARTMENT AREA
PLU AREA
E-JOURNAL AREA
ALL REPORT AREA
ALL AREA

CASH=DELETE
SUB-TOTAL=CANCEL

                    Please Wait…
```

9 Cash Register Reports

You are obliged to keep the daily Z reports for submission to the revenue authorities. Otherwise, estimations of sales figures may be used within the scope of tax audits.

9.1 Types of report

Reports can be printed in X or Z mode.

X-mode / X-reports

The key is set to position X. Reports are printed but the memories are not deleted.

Z-mode / Z-reports

The key switch is set to position Z. Reports are printed and, at the same time, the memories are deleted and cannot be restored.

Daily reports

These are reports which are printed at the end of the day.

Note: A daily Z-report must be printed every day in order to accumulate the totals in the memory for a monthly report.

Monthly reports

These are reports which are printed at the end of the month.

9.2 Report overview

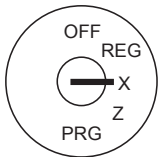
All reports can be printed as X or Z reports with the exception of the Receipt Issue (report number 98).

Report number	Report (view according to display)	Explanation
01	01.FINANCIAL REP.	Daily X or Z financial report
02	02.FINA. REP. MON.	Monthly X or Z financial report
03	03.DEPT. REP.	Daily X or Z department report
04	04.DEPT. REP. MON.	Monthly X or Z department report
05	05.PLU REP.	Daily X or Z PLU report
06	06. PLU REP. MON.	Monthly X or Z PLU report
08	08.CLERK REP.	Daily X or Z clerk report
09	09.CLERK REP. MON.	Monthly X or Z clerk report
86	86.TRAINING REP.	Daily X or Z training report
87	87.TRAINING REP. MON.	Monthly X or Z training report
96	96.EJ.DETAIL REP.	Electronic journal, print details (X/Z)
97	97.EJ.SUM REP.	Electronic journal, only print totals (X/Z)
98	98.RE-PRINT RECEIPT	Print copy of receipt/bill (in X-mode only)

9.3 Report contents

The system options enable you to define numerous settings to adapt the content of the receipts and reports to your specific needs.

9.4 Printing reports



- Set the key switch to position X or Z.
- Select the report to be printed: Use the ▲ and ▼ keys to scroll through the menu to the required position or use the digit keys to enter the report number.
- Confirm by pressing CASH

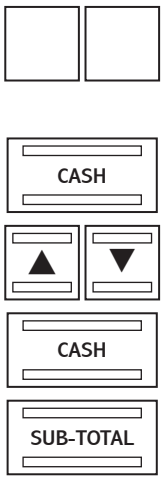
The information which can be deleted appears in the display.

- Confirm by pressing CASH.

The report first appears, together with the totals, in the display.

- Press the ▲ and ▼ keys to view all the report totals in the display.
- Press the CASH key to start printout.

Input



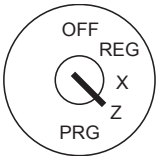
Display

=X Report - 1=

=Z Report - 1=

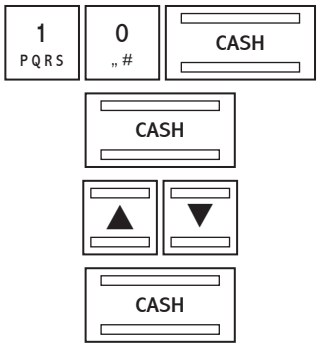
01.FINANCIAL REP.
02.FINA. REP. MON.
03.DEPT. REP.
04.DEPT. REP. MON.
05.PLU REP.
06.PLU REP. MON.
08.CLERK REP.
09.CLERK REP. MON.
86.TRAINING REP.
87.TRAINING REP. MON.
96.EJ.DETAIL REP.
97.EJ.SUM REP.
98.RE-PRINT RECEIPT

9.5 Example of a day's Z-report



- Turn the key switch to Position Z.
- The cash register is automatically set to 01. FINANCIAL REP.
- Press the [CASH] key.
The report first appears, together with the totals, in the display.
- Press the [▲] and [▼] keys to view all the report totals in the display.
- Press the [CASH] key to start printout.

Input



Receipt

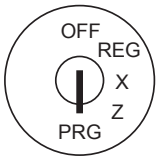
```
                    1
--------------------------------------
                  Z      Report
----------Financial Report,Day----------
--------------------------------------
TO:                    17.06.2011 21:00
--------------------------------------
TAX1 RATE                       19,00%
TAXABLE1 WT                   5.964.50
TAXABLE1 WO                   5,008.85
TAX1                            955.65
--------------------------------------
--------------------------------------
Net:                            5..64.50
--------------------------------------

Refund:                         -10.00
--------------------------------------
Cancels:                        -15.01
--------------------------------------
Discount:                        -0.55
--------------------------------------
Service Charge:                   1.25
--------------------------------------
Add Price:                        0.50
--------------------------------------
Reduce Price:                    -2,00
--------------------------------------
In Cash:                        500.00
--------------------------------------
Out Cash:                       -60.00
--------------------------------------
                  Dawer Total
--------------------------------------
CASH                          6,067.22
No Sale Act:                         1
CARD                             53.00
CHECK                            10.00
USD                             394.40
--------------------------------------
                  E.C.R. Reset
```

Explanation of terms in the reports

Term:	Significance:
TAX1 RATE	TAX rate 1 is 19%
TAXABLE1 WT	Taxable at TAX rate 1, gross (inclusive of TAX)
TAXABLE1 WO	Taxable at TAX rate 1, net (exclusive of TAX)
TAX1	TAX amount for TAX rate 1
	Note: TAXABLE1 WO + TAX1 = TAXABLE1 WT
Net	Total sales, gross
Refund	Total amount from refunds
Cancels	Total from all ECs and voids
Discount	Total amount of percentage discounts
Service Charge	Total amount of percentage surcharges
Add Price	Total amount from amount-based surcharges
Reduce Price	Total amount from amount-based discounts
In Cash	Total amount received on account
Out Cash	Total amount paid out
CASH	Total of cash payments
No Sale Act	Total of drawer openings without a sale
CARD	Total of card payments
CHECK	Total of cheque payments
USD	Total of payments in foreign currency 1 (USD)

10 Deleting Cash Register Data

This function is used to deleted data stored in the cash register. This includes the report memory, electronic journal or cash register program.

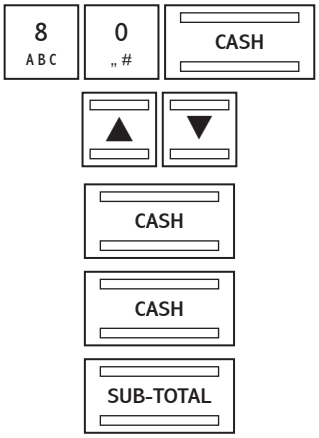


- Set the key to PRG
- Select program number 80
- Confirm by pressing [CASH]

The information which can be deleted appears in the display.

- Use the [▲] and [▼] keys to move to the data to be deleted.
- Confirm by pressing [CASH].
- Confirm the prompt by pressing the [CASH] key.
- Conclude programming by pressing the [SUB-TOTAL] key.

Input



Display

=MEMORY CLEAR - 1=

PROGRAM AREA
CASHIERS AREA
DEPARTMENT AREA
PLU AREA
E-JOURNAL AREA
ALL REPORT AREA
ALL AREA

11 In the Case of Problems

11.1 Display messages

Display	Cause	Corrective measures:
Paper	End of paper roll.	Replace a new paper roll.
L	The battery capacity is too low.	Charge the battery.
B	Receipt printing is switched off.	Press the [Receipt ON/OFF] key to switch receipt printing on again.
T	The cash register is in Training mode;	Press the [Training] key to deactivate Training mode.
II	Department level 2 is active	Press the [DP SHIFT] key to switch between the department levels.
III	Department level 3 is active	Press the [DP SHIFT] key to switch between the department levels.

11.2 Printer malfunction

1. In the event of a printer error, switch off the cash register and disconnect the power plug.
2. Check that the paper roll is inserted correctly or whether there is a foreign object in the printer mechanism.

Attention: Remove the object very carefully. Do not use a knife, screwdriver or anything similar! Never use force! This could damage the printer mechanismand void the warranty.

3. Switch the cash register on again and complete a registration
4. If the printer error reoccurs, contact Royal Sovereign Customer Service.

12 Options

Various peripheral equipment can be connected to the cash register.

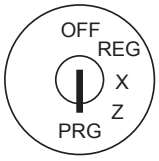
12.1 SD card slot for data backup (SD Card not included)

Use an SD card to make a backup copy of the current programme data and all reports. If the cash register has a technical defect or data is lost, you can load the backup copies of the reports and program on the cash register from the SD card.

Note: The electronic journal is not saved on the SD card.

12.1.1 Saving data on an SD card

Note: The SD card should have a capacity of 2 GB.

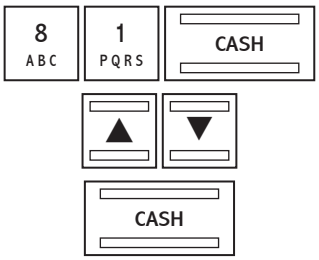


- Set the key to PRG
- Select program number 81
- Confirm by pressing CASH

The options appear in the display.

- Use the ▲ and ▼ keys to select BACKUP.
- Confirm by pressing CASH.

Input



Display

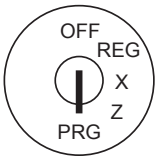
=SD CARD	- 1=

SD CARD BACKUP
SD CARD RECOVERY

The current program and reports (except the electronic journal) are transferred from the cash register and stored on the SD card.

Note: During transfer, Please Wait appears in the display.
Never interrupt this process!

12.1.2 Loading data from an SD card

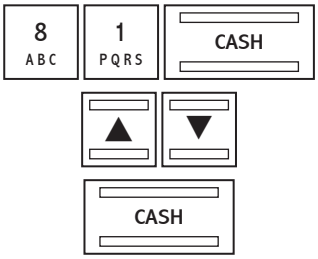


- Set the key to PRG
- Select program number 81
- Confirm by pressing CASH

The options appear in the display.

- Use the ▲ and ▼ keys to select RECOVERY.
- Confirm by pressing CASH.

Input



Display

=SD CARD	- 2=

SD CARD BACKUP
SD CARD RECOVERY

Note: During transfer, PLEASE WAIT appears in the display.
Never interrupt this process!

12.2 Rechargeable battery

Model Number RSYT724261

When the battery is fully charged, it can operate the cash register for a maximum of 5 hours without the need of a power cable.

Note: The runtime of the cash register by the battery depends on the quantity and length of the receipts printed.
5 hours can be achieved when approx. 50 receipts with just 15 text lines are printed.

When the battery capacity is too low, L (Low) appears in the cash register display. When the cash register is connected to the mains power, the battery in the cash register is automatically recharged.

Note: The thermal printing is not as dark in battery operation as when mains powered.

12.2.1 Technical data

2100 mAh, 7.4 Volt

12.2.2 Installation of the rechargeable battery

- Disconnect the cash register from the power outlet.
- Open the cash drawer and remove the cash tray.
- Raise the cash drawer a little and pull it out.
- The cash drawer is fixed to the cash register by a screw in the front section. Remove the screw.
- Raise the cash register a little and open the small flap under the keyboard. Insert the battery in this compartment and plug in the cable.
- Close the cash register again in the reverse sequence.

WARRANTY

Royal Sovereign warrants each Cash Register to be free from defects in material and workmanship. Our obligation under this warranty is limited to the repair or replacement, free of charge, when delivered to an authorized Royal Sovereign service center, of any defective part(s) thereof, other than parts damaged in transit. This warranty is in effect to the original purchaser, for a period of one year from the date of purchase and is not transferable. This warranty shall apply only if the Cash Register is used in accordance with the factory provided instructions which accompany it.

EXCLUSIONS

This warranty excludes and does not cover defects, malfunctions or failures of your Royal Sovereign Cash Register, caused by repairs by unauthorized persons or service centers, mishandling, improper installation, modification or unreasonable use including incorrect voltage, acts of God, or failure to provide reasonable and necessary maintenance. This warranty is in lieu of any and all expressed warranties. In no event shall Royal Sovereign be liable for consequential or incidental damages.

This limitation would not apply if you live in a location that does not permit the exclusion of limitation of incidental or consequential damages. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

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